AMENDMENTS TO THE CLAIMS

The claims in this listing will replace all prior versions, and listings, of claims in the application.

1. (Currently Amended) An electronic chat joining method in which a chairman who opens an electronic conference sets an area on a database for storing chat messages, and in which guests who join said electronic chat send requests for access to said area to the database from video game terminals of the guests, the method comprising:

storing setup information for setting said area in a storage section of a chairman's video game terminal,

creating from the chairman's video game terminal an invitation message comprising said setup information stored in said storage section,

giving an instruction from the chairman's video game terminal for transmission of said invitation message,

transmitting from the chairman's video game terminal an invitation signal comprising said setup information to said guests' video game terminals based on only said instruction,

receiving at the guests' video game terminals said invitation signal and obtaining said setup information,

creating at the guests' video game terminals access request signals comprising said setup information, and

transmitting from the guests' video game terminals to said database, said access request signals solely in response to each guest's instruction,

the database area storing chat messages that are sent to and from the video game terminals,

wherein the setup information is not visible on the guests' video game terminals; and

wherein the setup information includes a password, which is communicated from the chairman's video game terminal to a server and/or the guests' video game terminals without modification.

2. (Original) The electronic conference joining method according to claim 1, wherein said setup information comprises at least one of a name of said electronic conference and a code number for accessing said area of said database.

3. (Original) The electronic conference joining method according to claim 1, further comprising:

receiving at the chairman's terminal, an opening response signal from said server, said opening response signal indicating that said area has been set in said database, said opening response signal comprises an ID number for allowing said server to identify said area of said database,

transmitting from the chairman's terminal said invitation signal containing said ID number, and

adding said ID number contained in said invitation signal to said access request signal.

4. (Original) The electronic conference joining method according to claim 3, wherein said setup information comprises at least one of a name of said electronic conference and a code number for accessing said area of said database.

5. (Currently Amended) An electronic chat joining system in which a chairman who opens an electronic conference sets an area on a database, the database area storing chat messages that are sent to and from video game terminals and in which guests who join said electronic conference send requests for access to said area to the database from video game terminals of the guests,

the system comprises a chairman's video game terminal comprising a storage that stores setup information for setting said area, an invitation message creator that creates an invitation message comprising said setup information stored in said storage, an instruction device that gives an instruction for transmission of said invitation message created by the invitation message creator, and an invitation signal transmitter that transmits an invitation signal comprising said setup information to said guests' video game terminals solely in response to said instruction from the instruction device, and

said guests' video game terminals comprising a setup information retriever that receives said invitation signal and obtains said setup information, an access request signal source that creates an access request signals comprising said setup information obtained by the setup information retriever, and a request signal transmitter that transmits to said database, said access request signals created at said access request signal source solely in response to each guest's instruction,

wherein the setup information is not visible on the guests' video game terminals; and

wherein the setup information includes a password, which is communicated from the chairman's video game terminal to a server and/or the guests' video game terminals without modification.

6. (Original) The electronic conference joining system according to claim 5, wherein said setup information comprises at least one of a name of said electronic conference and a code number for accessing said area of said database.

7. (Original) The electronic conference joining system according to claim 5, wherein said chairman's terminal further comprises a receiver that receives an opening response signal from said server, said opening response signal indicating that said area has been set in said database,

said opening response signal comprising an ID number for allowing said server to identify said area of said database,

wherein said invitation signal transmitter transmits said invitation signal comprising said ID number, and

wherein said access request signal source adds said ID number contained in said invitation signal to said access request signal.

8. (Original) The electronic conference joining system according to claim 7, wherein said setup information comprises at least one of a name of said electronic conference and a code number for accessing said area of said database.

9. (Currently Amended) A recording medium having programs recorded thereon, said programs controlling video game terminals in an electronic conference joining system in which a chairman who opens an electronic conference sets an area on a database, the database area storing chat messages that are sent to and from video game terminals and in which guests who join said electronic conference send requests for access to said area to the database from video game terminals of the guests,

said recording medium being readable by a computer and having, to control said chairman's video game terminal, a program recorded thereon for causing said computer to store setup information for setting said area in a storage section, create an invitation message comprising said setup information stored in said storage section, give an instruction for transmission of said invitation message, and transmit an invitation signal containing said setup information to said guests' terminals solely in response to said instruction,

said recording medium having, to control said guests' video game terminals, a program recorded thereon for causing said guests' video game terminals to receive said invitation signal and obtaining said setup information, create access request signals comprising said setup information, and transmit to said database, said access request signals solely in response to each guest's instruction,

wherein the setup information is not visible on the guests' video game terminals; and

wherein the setup information includes a password, which is communicated from the chairman's video game terminal to the server and/or the guests' video game terminals without modification.

10. (Cancelled)

11. (New) The electronic chat joining method according to claim 1, further comprising:

creating from the chairman's video game terminal a chat opening message comprising a type of the chat opening message, a message title, and a text box, which are required to transmit the invitation message to the guests' video game terminal,

giving an instruction from the chairman's video game terminal for transmission of the chat opening message,

transmitting from the chairman's video game terminal a chat opening signal based on the instruction.

12. (New) The electronic chat joining method according to claim 11, wherein the chat opening message further comprises input columns for an alias name of the chairman and the password which are required to request the server to open an electronic conference room.

13. (New) The electronic chat joining method according to claim 11, wherein the input columns for the alias name in the chat opening message is displayed as an electronic conference room name in the invitation message.

14. (New) The electronic chat joining method according to claim 11, further comprising:

transmitting a command for inviting selected guests from the chairman's video game terminal; and

editing the invitation message by selecting guests from an address book while the chat opening process is in progress.

15. (New) The electronic chat joining method according to claim 3, further comprising generating a command for inviting selected guests by obtaining the alias name and the password from the chat opening message and obtaining the chat ID from the opening response signal.

16. (New) The electronic chat joining method according to claim 15, wherein the password and the chat ID are recognized by the guests' video game terminals during the exchange of the signals but are not communicated to the guests through the screen.